

Code Masters

REAL TWO PLAYER OPTION

COMMODORE 64/128

Quad Racing at its best! Sand duning, Snow donuts, Dirt Trackin' FUN! Hyper Jumps and 180° Wheelie Spins.

Great Fun, ATVs massive in the States and soon will be here - a must for all ATV fans!

INTERNATIONAL INSTRUCTIONS

ACTUAL C64 SCREEN SHOTS

1060

ATV Simulator 2

TERRAIN VEHICLE

COMMODORE 64/128

NEW RELEASE

By Digital Persuasion

JOYSTICK OR KEYBOARD!

ATV SIMULATOR

Controls

You must complete each course in the time limit without running out of fuel to qualify for the next course. At the start of the race use the left/right controls to run to your ATV. Then jump onto it and start riding. Use the up/down controls to wheelie and left/right to accelerate/brake. You can also turn around to get a run up for a jump. Use the jump control to get extra lift when you go up a ramp and also to clear sharp edges without crashing. To get up steep surfaces wheelie slowly towards them and jump repeatedly to climb up.

If you crash and come off your ATV press jump to get up, run back to your ATV, face in the right direction and jump back onto it.

Music by David Whittaker

LOADING (C128 USERS SELECT C64 MODE)
Type LOAD press RETURN

NOT TO BE MISSED . . .

Here is what the reviewers said about some of our other games available for the COMMODORE . . .

GRAND PRIX SIM



'A brilliant game. And its budget 20/20 . . . A must for all budding speed fiends!' — Amstrad User Magazine

RED MAX



'Red Max is yet another highly addictive budget game that drives you back for another game, again and again' — Your Commodore

THUNDERBOLT



'The graphics are great, the colour and detail good, animation and scrolling brill and the game pace very rapid indeed.' — CTW



BMX SIMULATOR
'BMX simulator, from Codemasters, is in a class of its own with compulsive gameplay, a great soundtrack and smart, shaded graphics.'
— C & VG



ARMOURDILLO
'Yet another well produced and playable shoot-em-up entitled Armourdillo.'
Playability 8
Value 8
— CTW



LASER FORCE
'Great graphics, detail and music ensure maximum visual appeal while thoughtful gameplay will keep you coming back for more.'
PLAYABILITY 9
VALUE 9
— CTW

Programming
Concept
Original
Illustration
Filmwork
Music

- Mike Clark and Simon Francis
- David Darling
- Tim Miller
- Nigel Fletcher
- Banbury Repro
- David Wittaker

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Instructions

Press **F1** or **F3** to move selected option up or down. Press **SPACE** to use option.

JOYSTICK

Player 1 in port 1

Player 2 in port 2

Left	Joystick left
Right	Joystick right
Wheelie up	Joystick up
Wheelie down	Joystick down
Jump	Fire button

KEYS

Player 1

C	Left
SHIFT	Right
E	Up
F	Down
SPACE	Jump

HINTS

- Always keep your front wheel up as you climb over objects.
- never land on your front wheel
- go slowly over **all** sharp or steep objects
- jumping objects reduces your chance of crashing into them



Mit der F1 – oder der F3 – Taste können Sie die gewählte Option herauf – oder herunterbewegen. Durch Drücken der Leertaste können Sie die Option benutzen.



Per operare le selezioni desiderate premi F1 o F3. Premi la barra spaziatrice per usare l'opzione

Joystick

Spieler 1 in Port 1	Spieler 2 in Port 2
links	Sinistra Joystick a sinistra
rechts	Destra Joystick a destra
hoch	Impennata su Joystick su
herunter	Impennata giù Joystick giù Salta Joystick nach oben Joystick nach unten

Tastatur

Spieler 1	Spieler 2
C=	links ↑ CRSR ↓
SHIFT	rechts ← CRSR →
E	hoch F1
F	herunter F3
Leertaste	springen F7

Hinweise

- Beim Start müssen Sie zu Ihrem ATV rennen und darauf springen.
- Halten Sie immer Ihr Vorderrad hoch, wenn Sie über Objekte springen wollen.
- Sie sollten aber niemals auf Ihrem Vorderrad landen.
- Es empfiehlt sich langsam über scharfe oder steile Gegenstände zu fahren.
- Das Überspringen von Objekten reduziert die Gefahr mit ihnen zusammenstoßen.



Pulse F1 o Fe para mover la opción seleccionada hacia arriba a hacia abajo.
Pulse SPACE para usar la opción.

Joystick

Jugador 1 en port 1	Jugador 2 en port 2
lateral	lateral
izquierda	lateral izquierda
Derecha	lateral derecha
Vehículo hacia arriba	lateral hacia arriba
Vehículo hacia abajo	lateral hacia abajo
Salto	botón de salto

Teclas

Jugador 1	Jugador 2
C=	izquierda ↑ CRSB ↓
SHIFT	derecha ← CRSB →
E	arriba F1
F	abajo F3
SPACE	salto F7

Indicaciones:

- A la salida, corra hacia su ATV y subase de un salto.
- Mantenga siempre su rueda delantera hacia arriba cuando salve los objetos.
- No aterrice nunca en la rueda delantera.
- Marche lentamente sobre todos los objetos afilados o empinados
- Saltando por encima de los objetos reduce la posibilidad de chocar contra ellos.



Appuyez sur F1 ou F3 pour déplacer l'option sélectionnée vers le haut ou le bas.
Appuyez sur SPACE pour utiliser l'option.

Joystick

Jugador 1 dans le port 1	Joueur 2 dans le port 2
gauche	↑ CRSR ↓
droite	← CRSR →
vers le haut	F1
vers le bas	F3
bond	F7

Touches

Joueur 1	Joueur 2
C=	gauche
SHIFT	droite
E	vers le haut
F	vers le bas
SPACE	bond

Suggestions

- Au départ courez vers votre ATV et sautez dessus
- Gardez toujours votre roue avant relevée lorsque vous escaladez des obstacles.
- N'atterrissez jamais sur votre roue avant
- Franchissez lentement les obstacles pointus ou raides.
- Sauter les obstacles vous permet de limiter les risques de les percuter.

These are other Codemasters games available for the COMMODORE C64/C128

SIMULATORS

BMX Simulator
Grand Prix Simulator
Fruit Machine Simulator
ATV Simulator

PLATFORM ACTION

Vampire
Super Robin Hood
Mr Angry

ARCADE ACTION

Terra Cognita

Super G Man

Red Max

Armourdillo

Thunderbolt

Cosmonut

Lazer Force

ADVENTURE

Necris Dome

GAMES DESIGNER

Creations

YOU COULD WRITE FOR CODEMASTERS

Codemasters excellence is a result of utilizing the best games programmers there are. The best programmers deserve the best rewards. If you are good enough to program for us then write to David Darling now, you won't regret it.

Code Masters, P.O. Box 200,
Banbury, Oxon OX16 7GA